```
Audio::SourceListener
+ attach
+ play
+ update
# events
+ wantAttachEvents()
+ wantPlayEvents()
+ wantUpdateEvents()
+ onPreAttach()
+ onPostAttach()
+ onUpdate()
+ onPrePlay()
+ onPostPlay()
+ onEndOfStream()
# SourceListener()
```

Audio::UpdateSourceListener

- + UpdateSourceListener()+ onPreAttach()
- + onPostAttach()
- + onPrePlay() + onPostPlay()
- + onEndOfStream()